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ISSUE 9

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**10 SECRETS OF  
DEAD SPACE 3**

**STRATEGY**  
SIM CITY  
METAL GEAR RISING

**PREVIEWS**  
GTA V  
STAR TREK  
DEADPOOL  
GOD OF WAR:  
ASCENSION

# TOMB RAIDER

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**KONAMI**



36

### STAR TREK

Forget long times ago and galaxies far, far away. It's time to revisit the original space opera, taking control of James T. Kirk and his first officer Spock. Leading into this summer's huge movie sequel, we show you why Star Trek is a must play game!

## the games

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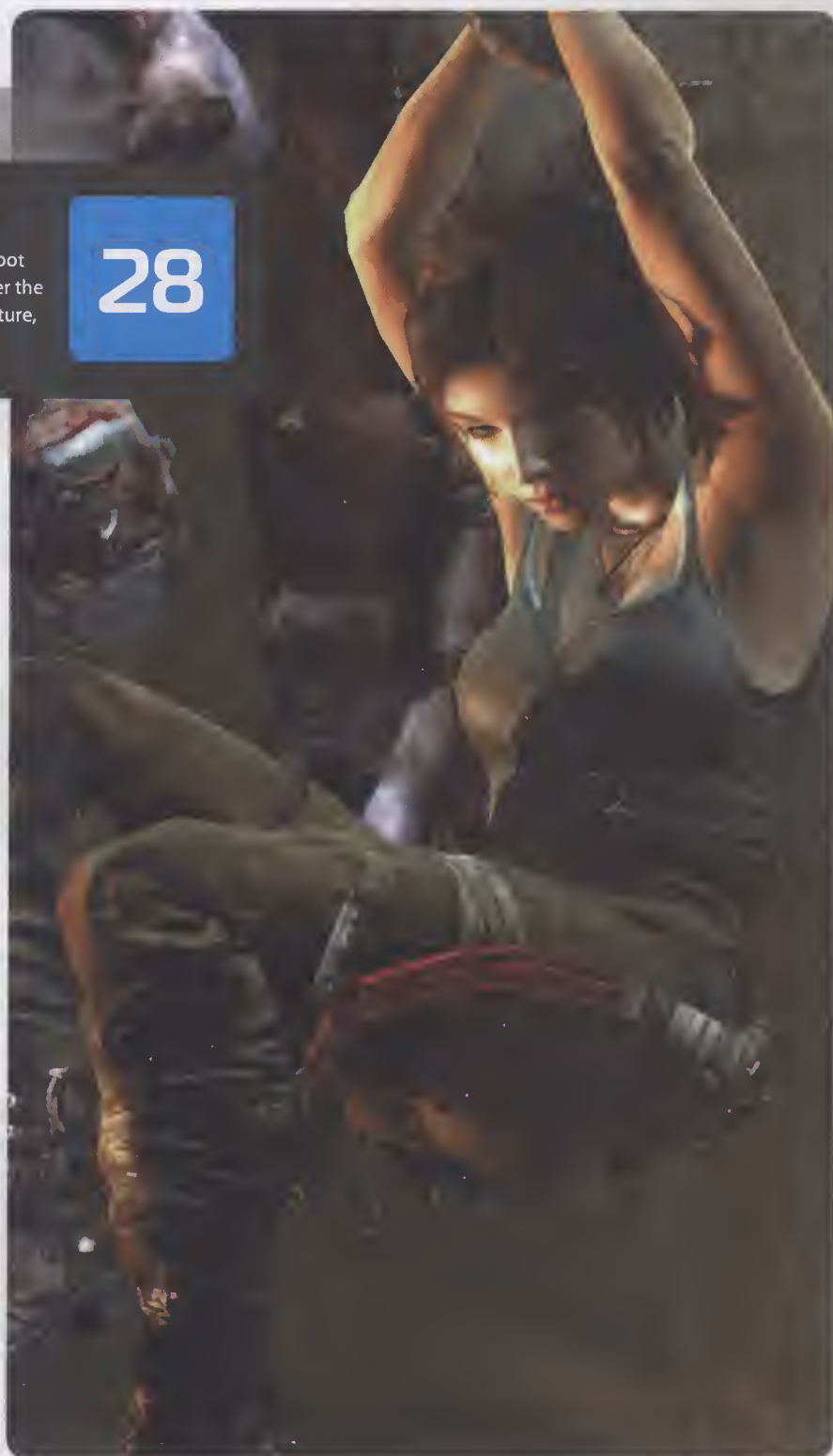
**ANARCHY REIGNS** 45

# inside gamecenter™

## cover story

### TOMB RAIDER

It's time for the most anticipated gaming reboot of the year! See the all new Lara Croft, discover the origins of the First Lady of video game adventure, and get ready for the ride of the year.

**28****editorial****08****game on****10****5 to play****14****reviews****44****strategy  
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A dramatic scene featuring a massive, dark dragon with glowing red and orange fire along its back and wings. The dragon is breathing a large plume of fire and smoke over a city. The city is partially visible in the lower half, with buildings and a large, ornate tower on the left. The sky is dark and filled with smoke and fire. The overall color palette is dominated by reds, oranges, and yellows from the fire, contrasting with the dark tones of the dragon and the city.

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Blood and Gore  
Intense Violence  
Strong Language

ESRB CONTENT RATING

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# welcome

FROM THE PUBLISHER

## WHEN TOYS AND GAMES MERGE

**W**hen I was a kid, *Star Wars* action figures were the new, hot thing. I collected dozens of the little plastic toys and, with my friends, re-created the movies. We even made up our own stories, turning Yoda into a true Jedi warrior long before George Lucas had him show off his lightsaber skills in *Attack of the Clones*.

But the one thing we could never do was actually bring our toys to life. Sure, Imagination is a great thing, and I encourage children to play with toys and make up their own adventures, too, but there's something mind-blowing about taking your toy and seeing it appear on your television.

Activision tapped into this with its amazing *Skylanders* games. The very thought of picking up a new figure at your local Walmart, taking it home, and changing your game is an electrifying concept that's succeeded far beyond the publisher's wildest expectations. To date, the *Skylanders* franchise has generated more than \$1 billion in sales, with figures recently outselling *Star Wars*—still the most successful toy line in history.

Of course, success breeds imitation. Disney recently announced the summer 2013 launch of *Disney Infinity*, a game that also allows players to place their action figures on a base and transport them into a magical world. Except this time, the toys are based on beloved Disney properties.

Thus far, Disney has teased characters from *The Incredibles*, *Monsters University*, *Toy Story*, *Cars*, *Wreck-It Ralph*, *The Nightmare Before Christmas*, *Pirates of the Caribbean*, and *Phineas and Ferb*.

The game itself will feature two ways to play: Play Set and Toy Box. Play Set looks like a

fairly traditional game, one where characters experience an adventure in their own world. In other words, the characters don't get to cross over with each other. This will be fun, if a little ordinary.

Where the magic really happens is in Toy Box mode. Here, players can take Buzz Lightyear, Capt. Jack Sparrow, and Mater and have them go on an adventure through Halloween Town.

Even better, players will be able to invite friends into their Toy Box, adding more figures to the adventure they create together.

*Disney Infinity* lets you bring your favorite characters to life.



And once the game shuts off, players can take the toys with them and create more adventures in the real world.

*Skylanders* and *Disney Infinity* represent an exciting new way to play, one in which the familiar borders begin to disappear and imagination plays a much larger role. The merger of toys and videogames might seem like a simple marketing ploy, but it's so much more. When virtual reality meets actual reality—and imagination is set free—the only possible result is a deeper, more thoughtful, and much more creative experience.

**STEVE HARRIS**  
PUBLISHER

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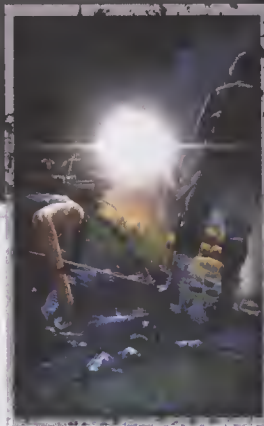
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Blood and Gore  
Intense Violence  
Strong Language



PS3



XBOX 360

XBOX LIVE

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# GAME ON!

GAMING NEWS, NUMBERS, AND GOSSIP

EDITED BY  
PAUL SEMEL and ERIC L. PATTERSON

## NEW POKEMON GAMES, FIRST IN **FULL 3D**

POKEFANS WILL NEED A 3DS TO CATCH 'EM ALL NOW



**F**ans of Nintendo's beloved *Pokémon* franchise have been eagerly awaiting an official 3DS chapter of the series ever since the system was announced—and now, those wishes have been answered. Nintendo president Satoru Iwata officially unveiled *Pokémon X* and *Y*, which will usher in Generation VI of the *Pokémon* universe globally this October. Even bigger news than the series jumping to the 3DS is that this will be the first time the games will be fully rendered in 3D—meaning characters, locations, battles, and even the *Pokémon* themselves will be coming to life like never before. While the full extent of new *Pokémon* is still unknown, players will be offered three new starting choices—Fennekin (fire), Froakie (water), and Chespin (grass)—as well as two never-before-seen legendary *Pokémon* to chase after.

Get ready for  
new Legendary  
Pokémon like  
Xerneas!



### BY THE NUMBERS

**\$83 million**

Money raised in 2012 for video game projects via Kickstarter

**8.5+ million**

Episodes Telltale Games has sold of their acclaimed *The Walking Dead* game

**100+**

Characters that'll be unlockable in the upcoming *LEGO Marvel Super Heroes*

**39 million**

Internet-connected videogame consoles in US homes according to NPD

**\$79.99**

Cost for NECA's life-size replica of the skyhook from *BioShock Infinite*





# FOLLOW UP TO THE BEST SELLING SNIPER GAME OF ALL TIME

March 12, 2013

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PS3



PC DVD



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MEET THE EXPERTS WHO HELP  
YOU GET MORE OUT OF GAMING



## GAMER PROFILE

**NAME:** William Vaughn Rufus Jr.

**LOCATION:** St. Louis, MO

**FAVORITE GAME:** My favorite game of all time would be *Rainbow Six Vegas 2*, I spent countless hours playing online for [gamebattles.com](http://gamebattles.com); needless to say it took over my life senior year of high school. Now my favorite game is *FIFA '13*, which I like to play in Pro Clubs mode and it has taken the torch from *Rainbow Six Vegas 2* and I couldn't be any happier that it did.

**FAVORITE QUOTE FROM GAMEPLAY AND TITLE OF GAME IT WAS IN**  
"He's on FIRE!!!!!!!" NBA Jam for the Sega Genesis, which I still, to this day, play once or twice a week!

**WHAT GAME ACHIEVEMENT ARE YOU MOST PROUD OF**

In the last 5 *FIFA* games I've owned, I've earned the "Spending 50 hours on the pitch" achievement. In that amount of gameplay time my friends and I have won the Division 1 title and have a solid record of 139-43-39!

**BE HONEST, DO YOU USE CHEAT CODES?**

No, I'm a huge sports gamer and fan so the way I see it is how can I judge players in professional sports for using performance-enhancing drugs if I am maxing out all their attributes and traits for my career modes. That would just be a little hypocritical.

**FOLLOW JOSH'S LOCAL TWITTER HANDLE FOR EXCLUSIVE TIPS  
AND GIVEAWAYS:** @GamerNetworkMO

## SEQUEL-MANIA! ASSASSIN'S CREED, CALL OF DUTY, AND MORE!

Just because a couple of new consoles are on the horizon, it doesn't mean that the games you love so much won't get sequels. The Q-Man's best moles have been popping their heads up a lot lately, giving me all kinds of info about the future of some very storied franchises... It's no surprise that Ubisoft is determined to continue to build upon the success of the *Assassin's Creed* franchise, and the promise of yearly entries to the series certainly seems to be the case. During a recent earnings call, Ubisoft chairman and CEO Yves Guillemot revealed that a new *Assassin's Creed* will come during his company's 2014 fiscal year—running April 1, 2013 through March 31, 2014—and that the game "will introduce an all-new *Assassin's Creed* hero, within an all-new team and time period, and we expect it to be another major leap forward for the franchise." So, what of this new hero and setting? Personally, I'm quite partial to the whispers going around that the game could be based around—or, at least, feature in a major way—pirates. It sure would be a logical step, given the work put into the naval battles featured in *Assassin's Creed 3* and *Liberation*...

Another big game I know many of you are waiting for is *Battlefield 4*, and I've circled the month of October on my calendar as to when I expect you'll be getting your mitts on it—but like the next *Assassin's Creed*, the question is *what* we'll be getting, not *when*. EA CEO John Riccitiello has promised that we'll know more soon—E3 2013, I'm looking

at you—and the few choice words he left us with teases the potential of the next *Battlefield* on Sony and Microsoft's next-gen consoles. In terms of features, some *Battlefield* rumors previously smuggled out from a Chinese source have been coming true; for *Battlefield 4* specifically, tales tell of 64-player maps (on both PC and next-gen systems), the return of the Commander System, three factions—USA, Russia, and China—and the ability to play as female soldiers... As stated in the First-Person Shooter Equal-Time Act of 2011, I am legally obliged to talk about *Call of Duty* if I mention *Battlefield*—and vice-versa.

## GAMING GOSSIP

Someone who didn't hesitate to talk about Activision's record-breaking franchise was company CFO Dennis Durkin, who promised that the next *Call of Duty* would "raise the bar even higher." While nothing's official, I'll be under a personal bout of shock and awe if the game isn't *Call of Duty: Modern Warfare 4*—especially since people who *shouldn't* be talking have helped confirm that suspicion by doing so. At least two voices actors—including iconic Hollywood funnyman Bill Murray—have teased doing work on the game, even though Activision has denied any finalized contracts. That connects with another supposedly leaked element of the game: the return of John "Soap" MacTavish...

## PS2 COMES TO AN END

On October 26th of the year 2000, electronics giant Sony released the PlayStation 2, a new-generation offering that came as a follow-up to their debut into the videogame console market. Many predicted big things for the system—but not even Sony could have foreseen just how big of a hit the hardware would become. Over the course of its life, the PS2 sold more than 150

million systems—making it one of the two best-selling gaming platforms of all time. (The other being the Nintendo DS.) Now—over 10 years and 10,000-plus games later—Sony has officially stopped production of the PlayStation 2 as of January 4th. We here at *Walmart GameCenter* bid the PS2 a fond farewell; the vast array of gaming memories it provided will never be forgotten.



## KRATOS' ORIGINAL LOOK

At this point, it's impossible to think of Kratos—the now-legendary *God of War* protagonist—without the crimson-red war paint. However, on his personal blog, series creator David Jaffe gave fans a peek at how the hulking Spartan warrior was originally intended to look. “Literally days before we announced the first game to the press, this was Kratos,” Jaffe said, showing off the image seen here. Then, one of the members of the team presented artwork of *Diablo II*'s Barbarian—complete with similar blue war paint. “I'd played *Diablo I* but never *II*, and this was sure news to me—as it was to many others on the team,” Jaffe said. “This was the first we'd heard of the character, let alone the similarity. So, you can bet we changed it, lickety-split!”



## CREATING A SCALE MODEL OF THE EARTH IN MOJANG'S MINECRAFT



While Mojang's *Minecraft* has become a favorite of gamers everywhere for a number of reasons, one of its best elements is the creativity the world-building title inspires in players of all ages. *Minecraft* offers an amazing amount of flexibility in what it allows you to create—something Planet-Minecraft member Lentebriesje put to the test. The Dutch digital supercrafter put his talents—and the *Minecraft* Interactive map generator WorldPainter—to work, building a 1:1,500 Earth scale model, and the results are nothing short of amazing. Lentebriesje's efforts can be experienced in-game via one of four downloadable packs—North America, Europe, South America, and Australia—with the rest of the continents and a full world map to be offered when finished.

## ORIGINS OF BIG DADDIES/LITTLE SISTERS IN BIOSHOCK

Videogames take us to fantastical worlds filled with amazing, imaginative experiences. But have you ever wondered where the ideas for certain elements in games come from? In an “Ask Me Anything” chat on Reddit, *BioShock* creator Ken Levine noted that inspiration for two of the game's central characters came from an unusual source: a documentary about ants. “There were the worker/gatherer ants, the army ants who protected them, and other bugs who ate ants,” Levine explained. “I remember thinking that those roles read very clearly—even if you didn't know anything about the story—and how cool it would be to be in a game where you could watch that ecology around you. It took some time for the ants to anthropomorphize into Big Daddy and Little Sister.”



## WALMART'S TOP SELLERS

This month's top-selling videogames...



**CALL OF DUTY: BLACK OPS 2**

ACTIVISION — WiiU / PS3 / X360 / PC

01

**HALO 4**

MICROSOFT — X360

02

**JUST DANCE 4**

UBI SOFT — Wii / WiiU / PS3 / X360

03

**MADDEN NFL 13**

EA — Wii / WiiU / PS3 / PSV / X360

04

**ASSASSIN'S CREED 3**

UBISOFT — Wii / WiiU / PS3 / PSP / X360

05

**NBA 2K13**

2K SPORTS — PS3 / X360 / PC

06

**FAR CRY 3**

UBI SOFT — PS3 / X360 / PC

07

**NEW SUPER MARIO BROS.**

NINTENDO — NDS / Wii / WiiU

08

**SKYLANDERS GIANTS**

ACTIVISION — 3DS / Wii / WiiU / PS3 / X360

09

**NEED FOR SPEED: MOST WANTED**

EA — PS3 / PSV / X360

10

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# 5 to PLAY

NEW GAMES YOU DON'T WANT TO MISS

EDITED BY PAUL SEMEL

## GEARS OF WAR: JUDGEMENT

# 1

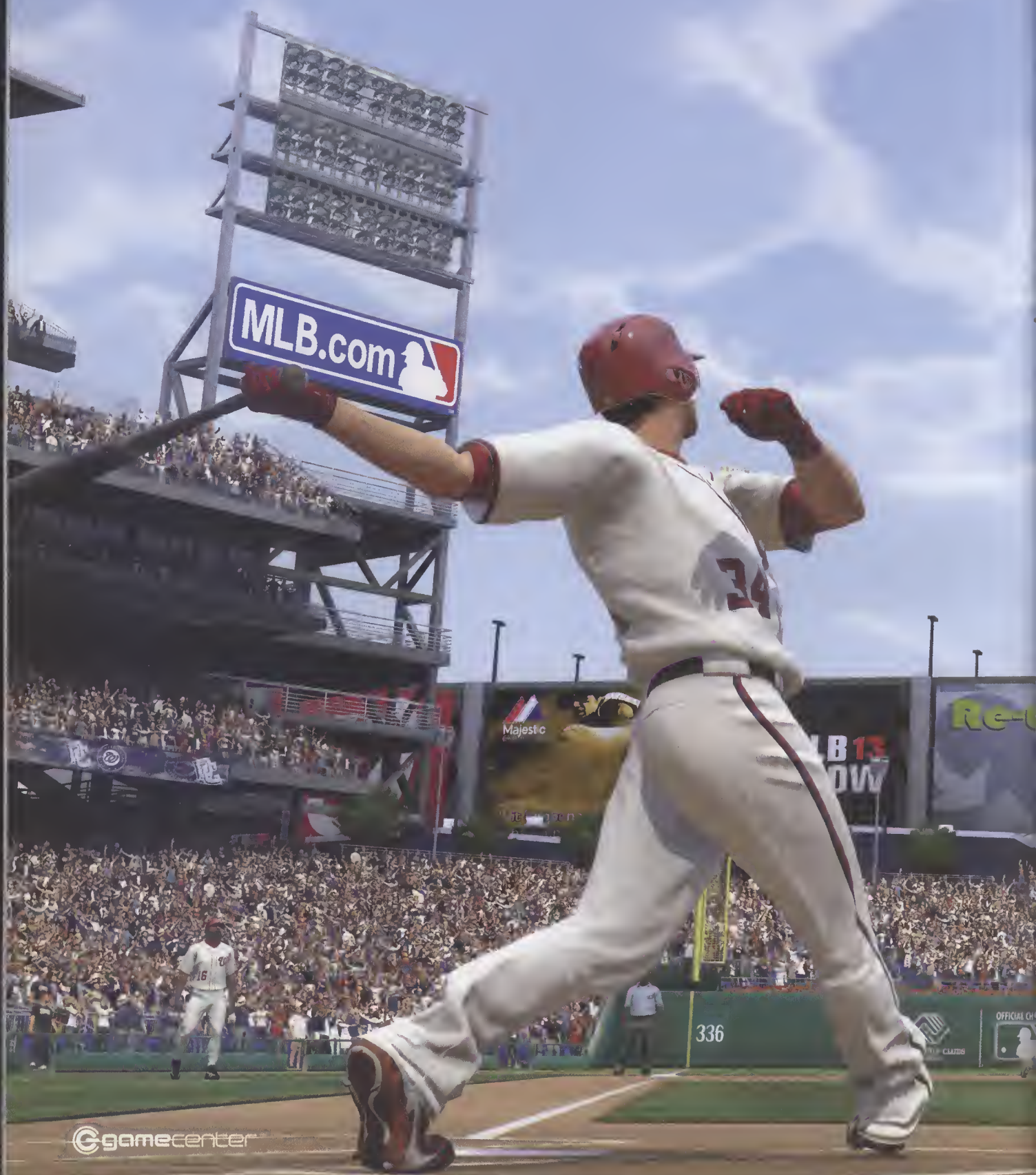
"*Judgment* is set just 30 days after the Locust emerged and started ravaging the planet Sera. One thing this setting allows us to do is show the world in a much different state. The first three games were all based around the theme of destroyed beauty; you saw everything ravaged and war-torn. But now that the conflict is so fresh, the world feels much more alive. There's a feeling of life, of people living and moving around the city—when, all of a sudden, that sense of security is ripped away. You'll see this throughout the game: places where suitcases are strewn around because people didn't have time to grab them in the midst of a rapid evacuation, buildings still burning and crumbling down, and battles raging throughout the city. It's an interesting visual and emotional change for the series."

—CHRIS WYNN, SENIOR PRODUCER, EPIC GAMES

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PEOPLE CAN FLY /  
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**PLATFORMS**  
360





05

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DEVELOPER

SCE SAN DIEGO STUDIO

PLATFORMS

PS3/VITA

# MLB 13: THE SHOW

2

"This year, we really focused on evolving our core game modes and giving users some new experiences as well. The former is really about giving Road to the Show, Franchise mode, and Diamond Dynasty some added depth and new features—or completely reimagining the existing features. For example, in Franchise mode, we completely ripped out budgets, scouting, player-progression logic, and training, and then started over from scratch. The latter is about adding a brand-new Postseason mode along with a new playoff presentation package and The Show Live, which lets you play today's or yesterday's matchups with the real-life lineups and starting pitcher. Postseason mode allows you to skip the grind of a 162-game season and jump right into the playoffs. With this being our seventh year, we really wanted to expand upon the features that people have grown to know and love."

—RAMONE RUSSELL, COMMUNITY MANAGER, SONY COMPUTER ENTERTAINMENT



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**PLATFORMS**  
360 / PS3

## **TIGER WOODS PGA TOUR 14:**

THE MASTERS HISTORIC EDITION

**3**

"This year marks the return of legendary golfers to the franchise, so you'll be able to play as Arnold Palmer, Jack Nicklaus, Seve Ballesteros, and others. We've also included all of the major championships in the game, the first time we've been able to achieve this. Tying both the legends and the majors together is a brand-new feature called Legends of the Majors, where you'll play as or against each of the legends through six of golf's historic eras. From the dawn of tournament golf to the modern day, you'll compete in legendary major tournament scenarios and take down legends to assume your seat at the table of champions. In addition to the standard version of the game, we're also doing *The Masters Historic Edition*, which includes Augusta National with the exact course layout from 1934—the first year of the Masters Tournament."

—MIKE DEVAULT, LEAD DESIGNER, EA TIBURON

# 5 to PLAY



Buy now at **WALMART**, or **WALMART.COM** and receive the New Predator Bow and a digital copy of *Crysis 1*, while supplies last!

## CRYSIS 3

## 4

"During the early stages of development, we were looking for some new weapons to add. One that kept on coming back was the bow. It just fit in well overall with the themes we had of going back to the jungle, the hunter element, and the cloaking nature. There were also a number of things that our art teams looked at when discussing the idea of going back to the jungle. Things such as what types of flora are native to New York City—and some research on what could potentially happen should a dome be built overtop to contain it. There's also the strange alien energy that's being contained inside as well, so there's both a natural and xeno explanation as to what's going on inside—though there is, of course, some imagination that ties into this as well."

—MIKE READ, PRODUCER, CRYTEK FRANKFURT

19

FEB

PUBLISHER

ELECTRONIC ARTS

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PLATFORMS

360 / PS3 / PC



WHAT IF OUR GREATEST HEROES BECAME OUR GREATEST THREAT?

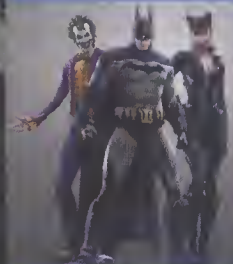
FROM THE CREATORS OF MORTAL KOMBAT

# INJUSTICE

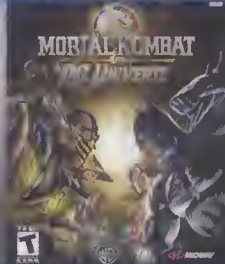
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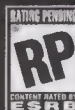
XBOX  
LIVE



PS3  
PlayStation 3



Wii U



May contain content  
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—YUJI KOREKADO, PRODUCER, KOJIMA PRODUCTIONS

# 5

19

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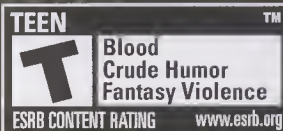
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# 10 SECRETS OF DEAD SPACE 3

BY PAUL SEMEL

According to executive producer Steve Papoutsis, *Dead Space 3* will finally answer some of the questions that have hung over this sci-fi survival-horror series since its 2008 debut. "We made it a priority to answer some of the questions that have been out there," he says. But Papoutsis also admits—with a bit of prodding—that a few secrets still lie hidden within the guts of the game. Here are 10 he was willing to reveal...

01

## LAND OF THE LOST

As fans of the series know, hero Isaac Clarke was named for sci-fi authors Isaac Asimov and Arthur C. Clarke. But even in the third game, Papoutsis and his pals are still playing the name game. "We thought it would be fun to name the ships in the flotilla after failed expeditions," he says. "The *Roanoke*, for example, was a colony that suddenly disappeared and no one knows why, while *Terra Nova* was an expedition to reach the South Pole that culminated in everyone's death."



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02

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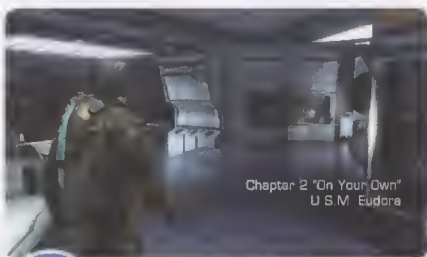
Given the origin of Isaac Clarke's name, it's obvious the people on the *Dead Space 3* development team are voracious readers. But not all of their literary references are so direct. "We're huge fans of H.P. Lovecraft," Papoutsis says, "so a lot of us have read his story *At the Mountains of Madness*, which is about researchers who went missing somewhere in Antarctica and discovered something...otherworldly, though we didn't intentionally base *Dead Space 3* on the story."



03

## LATIN LOVERS

With Papoutsis and pals playing the name game a lot, it's not surprising they're playing on the highest skill level: Latin. "In the game," he says, "Carver's wife was stationed on the planet Uxor, and she was a secret researcher on the Marker project there. And 'uxor' in Latin means 'wife.'"



04

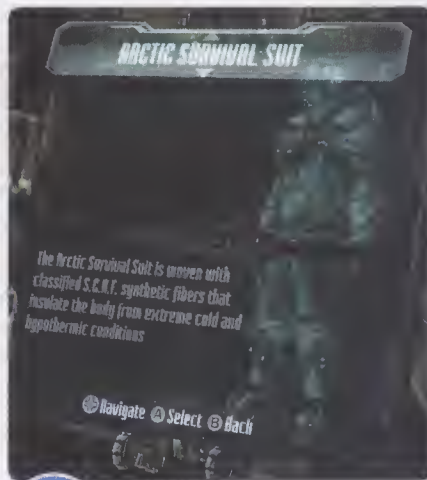
## WORDS WITH FRIENDS

Like the first two games, *Dead Space 3*'s story is broken up into chapters, and every chapter has a name. And all those names, apparently, have a secret. "The first letter of those names form a phrase," Papoutsis reveals. "We've always had hidden messages throughout the game." Though, when asked if the phrase opens a secret door, he admits, "No, it's just a message. It doesn't open anything."

05

DEAD SPACE: EPISODE III  
THE REFERENCES  
STRIKE BACK

*Dead Space 3* is set on the frozen world of Tau Volantis. Or, as movie fans might refer to it, the Hoth-like world of Tau Volantis. So, *Dead Space 3* must have tons of references to *The Empire Strikes Back*, right? Right? "We're all big science-fiction fans," Papoutsis says, "and while it wasn't an intentional reference, there is a moment when Isaac's hanging in a position that might've been seen in that movie."



06

## ICE, ICE BABY

In the game, Isaac survives the frozen tundra by wearing his Arctic Security Suit. But if he's outside too long, his bodily fluids can compromise the insulation, causing him to freeze to death. As Papoutsis explains, this can really happen, "If you were in a suit in freezing conditions, and [had an accident], you can imagine the pain when [things] started to freeze. When we thought about the planet being arctic, we did a lot of research to find interesting things that would reinforce the believability of the planet."

07

## HEY, OCARINA!

The *Dead Space* games are brutal, bloody, and very mature. Or, to put it another way, not Nintendo-esque. But, according to Papoutsis, one of Mario's pals did help out with *Dead Space 3*. "There's a puzzle type we have, later in the game, that's like one from *Ocarina of Time*," he says. "I wouldn't presume to say ours is as good as anything in that game, but people have noted the similarity."

08

THE THING ABOUT  
DEAD SPACE

The *Dead Space* games have always been inspired by John Carpenter's 1982 remake of the sci-fi horror classic *The Thing*—sometimes more than they realize. "There's a necromorph in *Dead Space 3* that's a variation on one we had in a previous game," Papoutsis says, "and it wasn't until we saw it in this game—which, like that movie, is set in the frozen tundra—that we realized it looked like one of the forms of the alien in *The Thing*."

09

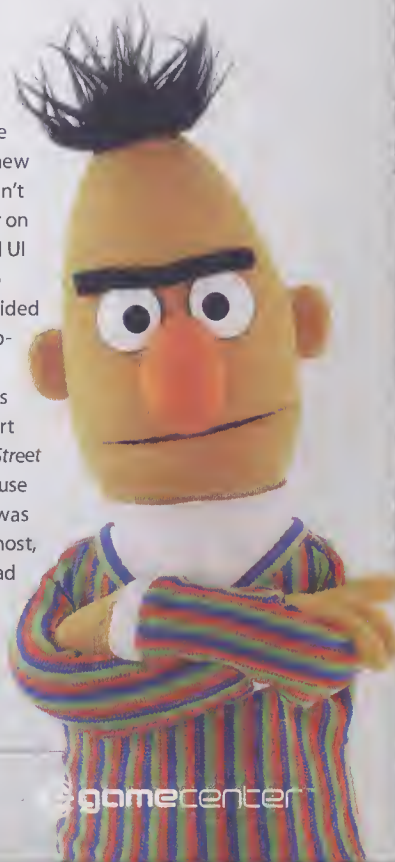
## THE LATE, LATE SHOW

As anyone who's ever sat through one can tell you, staff meetings can be soooooo boring. Unless you work on a *Dead Space* game, apparently. "Our team meetings are done in the format of a late-night talk show," Papoutsis says. "I'm the host, and gameplay engineer Michael Noonan is my sidekick. We do an intro, and we'll interview people from the team, and we'll have special guests—we had EA CEO John Riccitiello one time—and we'll show clips from the game. I think we streamed one on the Internet, but maybe I'm wrong."

10

I AM BERT,  
THE TRUE FACE OF EVIL

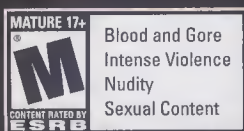
Oh, and then there's this: "In 1996, back when the Internet was new and there wasn't a lot of humor on it," recalls lead UI designer Dino Ignacio, "I decided to make a website for me and my friends about how Bert from *Sesame Street* was evil. Because [the website] was expensive to host, I eventually had to kill it, but I gave the site out to other people to continue."



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**BEFORE HE WAS A GOD,  
HE WAS A MAN**



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A dramatic scene featuring Kratos, the protagonist of the God of War series, holding a glowing, golden orb aloft with his right hand. The background is a hazy, golden-yellow sky with a faint circular glow behind the orb. The overall tone is epic and divine.

# GOD OF WAR

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# COVER STORY



05

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# TOMB RAIDER

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BY ERIC L. PATTERSON



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**“W**hat is the essence of *Tomb Raider*? What does it mean to go out there and find relics or actually pursue a conquest or go to the ends of the earth?”

That question—posed by Crystal Dynamics head of studio Darrell Gallagher—may initially seem like a simple one to fans of the long-running *Tomb Raider* franchise. And yet, it isn’t an easy one to answer—particularly for the team tasked with freshening up the adventures of plucky archaeologist Lara Croft.

This won’t be the first time that Crystal Dynamics has stepped up to breathe new life into *Tomb Raider*. Of course, rebooting the series is a much bigger challenge than simply building upon an existing foundation. When it’s your responsibility to reimagine one of the most familiar faces in all of gaming, where do you even start?

“For us, we set out with some very big goals,” explains executive producer Ron Rosenberg. “One was the reinvention of the storytelling and bringing you closer to the character. But, also, we didn’t want to have those things without losing elements that are important to us as gamers—such as player choice. I really feel like, in this game, we’ve been able to capture both of those things.”

For those who might be worried at the thought of a totally overhauled *Tomb Raider*, don’t be. Elements that made the series what it is today—exploration, puzzle-solving, action, adventure—will all still be integral parts of what Crystal Dynamics is putting together. The difference here will be in how those concepts play out. The island that serves as the game’s setting provides exploration that feels more open-ended and, well, like actual exploration. Puzzles have morphed from little more than elaborate traps set by ancient civilizations to real-world situations where Lara’s survival is as much about brains as it is brawn.

Speaking of survival, Miss Croft will still come across plenty of hostiles who don’t welcome her arrival on the island. Now, however, dealing with them will be less “shoot whatever moves” and more about knowing when and how to attack. Complicating that is the fact that Lara won’t have an arsenal of





31

**“WE DIDN'T WANT TO LOSE ELEMENTS THAT ARE IMPORTANT TO US AS GAMERS...”**  
—EXECUTIVE PRODUCER RON ROSENBERG



### IT'S A WOMAN'S WORLD

Saying that Lara Croft is one of gaming's major female characters is like telling you that Mario is a popular plumber known for princess-rescuing. What sometimes goes underappreciated, however, is just how hard it is to craft quality female protagonists—especially when it comes to those given the leading role in games that require an action star.

For this rebirth of *Tomb Raider*, Crystal Dynamics found themselves in the position to toss aside Lara's history as a one-dimensional sex symbol and re-create her as something much more. The team not only welcomed the chance to take a fresh crack at Lara, but also the new elements of storytelling that could be built around her.

"I think that's one of the things that we realized when we looked at Lara, when we looked at the medium, and when we looked at where we wanted to go—not only with the franchise or the character, but where we felt there were gaps in the medium to tell these kinds of stories," Gallagher explains. "It all just worked well for us in terms of those three things really supporting a lot of elements we wanted to do—and that we felt we could only do with a character like Lara."



high-caliber weaponry at her disposal this time around, meaning she'll have to make do with what she can salvage or craft herself. Thus, running headfirst into an enemy camp would be foolhardy—so *Tomb Raider* encourages players to employ stealth tactics, use the island inhabitants' own equipment against them, and put serious consideration into when it makes more sense to flee than fight.


And—marking a big change for *Tomb Raider*—survival will play out not just as man versus man, but also man versus nature. The island, its native wildlife, and its unpredictable weather will all work against the player, and setting up base camps to take refuge will be a critical gameplay element. As will hunting—at least, if you'd like Lara to survive her adventure. Becoming skilled with a bow or knife will be just as much about hunting for food as it will be for defense—and with limited resources, players will even need to recover arrows used to down prey.

While all that plays into rebooting *Tomb Raider*, what may actually be far more important—and more at the core of everything that's being done by the folks at Crystal Dynamics—is the rebooting of Lara Croft herself.

"We wanted to reinvent Lara and make her more modern—that was a goal from the outset as a theme. In doing so, we had to get to know her," Gallagher notes. "There was this desire to

actually get close to Lara—to make her more well-rounded and relatable. We looked at how to do that in the best way, and the answer was weaving it very intimately into the moment-to-moment gameplay."

The new *Tomb Raider* will certainly give players more "intimacy" with Lara—intimacy in terms of glimpsing a side of a videogame character that we rarely get to see. We're given plenty of opportunities to guide Lara through gun battles, harsh conditions, and do-or-die survival, but we also get to experience moments with her that are quieter, subtler, and more human. In one early scene, Lara sits shivering in a cave, her head filled with panic and fear at finding herself stranded in an unfamiliar place. She isn't the Lara Croft that we've known up until now; she has little-to-no clue what "survival" really means yet. It's a very powerful, meaningful moment—one that hints at the connection Crystal Dynamics hopes players will make with their new take on an old heroine.

"I think one of the things that we really pushed is almost this inner journey—not necessarily just the outer journey," Gallagher says. "So, for us, I think what's important is that sense of drama, that sense of inner journey—coupled with, obviously, the bigger action pieces you'd expect from an action-adventure game like this." 



## THE POWER OF PLAYER CHOICE

While *Tomb Raider*'s island might not be quite as famous as the one that hosted the plane-crash survivors of *Lost*, the setting will serve as a shift for the series to a more open-world style of gameplay. To be clear, the folks at Crystal Dynamics aren't ready to call *Tomb Raider* "open world" just yet—but players *will* find themselves making far more choices than ever before.

"It's a large island; it has a character of its own. And, there's a sense of nonlinearity as well," says Gallagher. "We've made it clear that it's not open world—we're not talking *Skyrim* or *Grand Theft Auto* here. But, there is freedom to go off the beaten path, to backtrack, to move forward—and that's been important to us as well, because it really reinforces some of those sensibilities of discovery, that journey, that ability to chart your own path and have some freedom."

Still, even with these new freedoms, Rosenberg points out that it's still important to have focus to the story—and to Lara's adventures. "There are times when we bring the player very close to Lara, because we want to tell that story and achieve that synchronicity between the player and Lara."

**"WE WANTED TO REINVENT LARA  
AND MAKE HER MORE MODERN."**  
—CRYSTAL DYNAMICS HEAD OF STUDIO DARRELL GALLAGHER

### ISLAND LOOTER

Lara's tossed onto the island with nothing—save the clothes on her back—so making use of the supplies and weapons she comes across will be critical to surviving everything from enemy encounters to terrain-based challenges.

### THE UNWILLING HERO

*Tomb Raider* has always been all about Lara jetting around the world to have fantastic adventures. This is one area where the reboot is radically different in gameplay and theme—here, Lara's trying to escape from the world she's found herself in, not willingly trekking into it.



### THE DRAGON'S DEN

While its exact location is a mystery, the island that serves as *Tomb Raider*'s setting is said to be part of the Dragon's Triangle, a treacherous region about 70 miles south of Japan. It's evident that people have walked this land before—given the Japanese-style temples and decaying World War II-era bases.

### THE NON-NATIVES ARE RESTLESS

The mysterious scavengers that Lara runs into after she becomes shipwrecked on the island don't take too kindly to their new visitor. Whoever they are, they've been here for more than 40 years—and for those who shipwreck on the island, either you join their violent society...or you die.



23

APR

# STAR TREK

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BY MARC CAMRON

**W**hen J.J. Abrams rebooted the *Star Trek* franchise in 2009 with a hit movie, Trekkies rejoiced the world over. Once again, the original characters—including Kirk and Spock—took the U.S.S. *Enterprise* out for its continuing mission, promising us new adventures for the 21st century.

With the second film—*Star Trek: Into Darkness*—set to hit theaters in May, it's the perfect time for a sequel game. But making a straight-up adaptation of the movie wasn't the approach that Paramount sought. After all, these characters travel the galaxy and have plenty of stories to tell.

So, the designers decided to craft an original tale, one that remains true to Abrams' revamped universe. "We set out to make an authentic *Star Trek* game," says lead producer Brian Miller. "When you see the *Enterprise*, it looks exactly as it does in the new films; when you hear the voices of the crew, you'll hear Chris Pine, Zachary Quinto, Zoe Saldana, Simon Pegg and the rest of the amazing actors that bring the movies to life."



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#### BRAINS AND BRAWN

In true *Trek* fashion, you'll need to use both your mind and brute force to succeed.

Players will also have the opportunity to explore the action the same way as their favorite characters. "You'll have many opportunities to use your Tricorder to scan the world around you," Miller says. "This is a great tool that allows players to learn much, much more about the surroundings and characters around them." But those who prefer a more action-packed adventure shouldn't worry; Miller assures us that the entire game can be played through with Phasers in hand.

For the true *Trek* experience, though, be sure to bring a friend; the game was built for co-op, giving players the true Kirk/Spock experience. Miller believes the relationship between these two classic characters is what's kept them so indelibly etched into our collective consciousness over the years. "You can expect to play through a lot of situations in which Kirk and Spock have to help each other out," Miller says. "And, of course, where they fight right alongside each other."

## THE GORN



The best *Star Trek* stories have always featured great villains: the Klingons, the Romulans, Khan, and a guy in a rubber lizard suit. That's right—the Gorn, who fought Kirk in the classic original-series episode "Arena," are the bad guys in the new game. Long fan favorites, these ruthless lizardmen finally get their turn in the gaming spotlight. You'll explore the species in more detail, and while he was reluctant to reveal much, lead producer Brian Miller did give us one clue: "Let's just say that the Gorn are more sophisticated, more relentless, more intelligent, and more frightening than perhaps we ever gave them credit for."



# GOD OF WAR: ASCENSION

KRATOS EMBARKS ON A NEW OODYSSEY

BY JOSH HARMON


**G**iven the finality with which *God of War III* brought the trilogy to a close, fans were uncertain whether or not the game's bald, brutal antihero, Kratos, would ever return. If there's one lesson they should have learned from the series, though, it's that you should never bet against the Ghost of Sparta.

Enter *God of War: Ascension*, an upcoming prequel that delves into Kratos' younger days, before he set off on his quest to slay the gods of Olympus.

In keeping with franchise tradition, *Ascension* will introduce a whole new slate of weapons and powers for Kratos to turn on his foes, including a striking ability called Life Cycle. "We thought, 'Wouldn't it be cool if you were able to take something from this completely decayed state and make it pristine again, and have control of that all the way through the transformation?'" explains Mark Simon, *Ascension's* lead game designer.

The team quickly realized that the mechanic could be used to build some novel puzzle-platforming scenarios, where Kratos can advance and rewind the Life Cycle to create new paths through the decaying environment.

Simon says this will also have a major impact in combat. "You can use the Life Cycle to slow enemies and launch them in the air. If you're fighting a brutish creature like the Juggernaut, you can knock him back, slow him, and get a couple of extra hits in."

Though new gameplay mechanics should help to keep things fresh, *Ascension* offers another big draw: the chance to explore how Kratos became the hyperviolent Spartan we know and love. "When players get done with *Ascension*," says Simon, "they'll understand why Kratos is the way that he is at the beginning of the first *God of War*. They'll understand why he snaps, why a man that has the favor of the gods would want to break an oath to Ares—essentially a deal with the devil." 

12

MAR

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## UPPING THE ARSENAL

The *God of War* franchise has always received praise for its tight, responsive controls and combo-heavy hack-n-slash combat, both of which will be getting a hefty makeover in *Ascension*. The biggest change is the ability to pick up weapons from your fallen foes and use them seamlessly in conjunction with Kratos' trademark weapon, the Blades of Chaos.

"Essentially, we're now dedicating the Circle button to swords, shields, spears, and the like, which you can get from enemies or in the environment," explains Simon. "You'll upgrade those weapons, and you can combine them with the blade attacks to get these really fresh combos."

It's a significant step away from what we've seen in the prior *God of War* games, but emphasizing a wider variety of weapons should lead to a wider variety of combat strategies and plenty of bloody new opportunities to dispatch your foes.



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# GRAND THEFT AUTO

THE OPEN-WORLD KING  
RETURNS IN GRAND STYLE

BY MATTHEW BENNETT

**G**rand Theft Auto has rarely disappointed over its 15 years, and it looks like the highly anticipated GTAV isn't going to buck that trend. For the first time in series history, we'll see three playable protagonists—Michael, Trevor, and Franklin—with the ability to switch between them at any time via a Google Maps-style street view. Plus, there's also an interesting feature that allows the main characters to continue about their daily lives while you're not controlling them—which should lead to some hilarious moments once you retake the reins.

Los Santos—the game's twisted take on Los Angeles—is rumored to be bigger than *Red Dead Redemption*, *San Andreas*, and *Grand Theft Auto IV* combined. If that's not enough, the ocean and sea floor are fully detailed and can be explored as well—just watch out for sharks!

But just in case you get bored of randomly driving around and taking in the scenery, minigames are set to make a return—including yoga, triathlons, Jet Skiing, BASE jumping, tennis, and golf (set on a full 18-hole course!). It's always a good idea to relax with a quick trip to the links in between all the mayhem! **G**







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# DEADPOOL

BREAKING THE FOURTH WALL LIKE NEVER BEFORE

BY RAY CARSILO



He's one of the Marvel Universe's most deranged characters. He is the one...the only...*Deadpool!* For two decades, he's cultivated his niche fanbase to the point where he's now actually surpassed many Marvel powerhouses when it comes to popularity. So, it's about time he gets his own solo adventure, right?

Written by current comic-book writer Daniel Way—with Nolan North reprising his role as the one and only Merc with a Mouth—*Deadpool* looks to turn the hack-n-slash genre on its head. To do this, developer High Moon Studios (known for their stellar recent takes on *Transformers*) plans on using existing *Deadpool* canon to create some clever twists for players.

"We like to get in there and really understand what makes a character great, and *Deadpool* has all that history," says game director Sean Miller. "There'll be all the kinds of comedy and references to things that have happened in the past—things that he's done, things that he's said—but we're also keeping it fresh and keeping it new."

And "new" is definitely the operative word, as this one's shaping up to be an epic the likes of which *Deadpool*, his extra personalities, and gamers have never seen before. **G**

# ARMY OF TWO: THE DEVIL'S CARTEL

DRESSED TO (OVER)KILL

BY BRANDON JUSTICE

**W**hen most players think of high-profile war games, names like *Call of Duty* and EA's own *Battlefield* immediately come to mind. But according to producer Greg Rizzer, Visceral Games' third *Army of Two* installment has a big gun that should change all that: full two-player campaign co-op.

"Cooperative gameplay is one of the things we do really, really well," he says. "Even though *The Devil's Cartel* is all about big-ticket action, we still have this strategic component, like you'd find in old-school games: 'You do this, and I do that.'"

One of the ways this aspect will be enhanced in *The Devil's Cartel* is through a new system known as "Overkill" that essentially blends bullet time and "god mode" into one handy package, offering up a wealth of strategic options that Rizzer says will make all the difference.

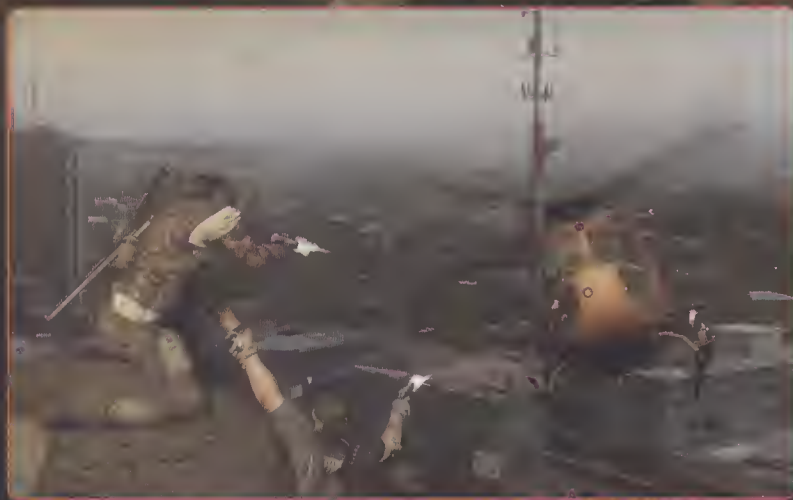
"Overkill's all about how you and I play together cooperatively," he says. "It's created this kind of communication again where players naturally work together to make the most of the system."

Provided you and your partner don't botch the job, this Frostbite 2-powered shooter should supply some massive moments—and that should be more than enough to give this one a fighting chance when it hits the battlefield this March. **G**

26

MAR

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WGC'S GAME OF THE MONTH

# DEAD SPACE 3

rating  
**85%**

**S**urvival-horror has defined *Dead Space* from the very beginning; in fact, the isolation and atmosphere of the first game left an impression on players deeper than those the Red Marker left on protagonist Isaac Clarke's psyche. But *Dead Space 3* seems to have nearly forgotten this critical element altogether, as the game takes a strong step in the direction of action sci-fi—and away from its terrifying roots.

That said, *Dead Space 3* is still one of the most polished experiences you're likely to come across this year. The voice acting is superb, the environments are terrific, and blasting apart a nefarious Necromorph limb by limb is still as satisfying as ever. *Dead Space 3* also does a fantastic job of clarifying the events of the previous two games—and still tells a compelling enough story this go-round that fans of the universe should be pleased in how Isaac and new characters like Sgt. John Carver (who the second player takes control of in co-op) develop.

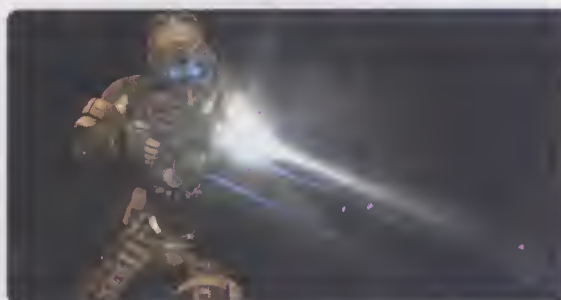
And speaking of Carver, the game's drop-in, drop-out cooperative play is seamless, even if exploring with your buddy breaks apart what little atmosphere the series has left. The differences between going it alone and taking on the challenge with a friend make a second playthrough a must—although you might have to fight over who plays as Carver.

In the end, *Dead Space 3* is a great game that'll please those who enjoy sci-fi and action. However, if you were counting on a high fright factor, you'll likely be a bit disappointed.

05

FEB

**PUBLISHER**  
ELECTRONIC ARTS  
**DEVELOPER**  
VISCERAL GAMES  
**PLATFORMS**  
360 / PS3 / PC



## SLY COOPER: THIEVES IN TIME

rating  
**78%**

**S**ly Cooper, the PlayStation 2's resident sneaky raccoon thief, returns for the first time in seven years for his first PS3/Vita adventure—and this time, he's hopping through time to preserve his family tree. It seems that some nefarious big baddie is bent on wiping out the entire Cooper clan by traveling to the past. Fortunately, Sly's brainy turtle buddy Bentley just happens to have invented a time machine of his own, allowing the gang to follow along and set things right.

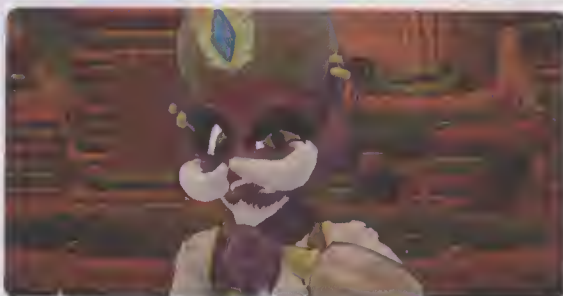
This time-travel conceit allows for fantastic level diversity; places such as medieval Europe, feudal Japan, and the Old West keep the game fresh, as does the ability to play as Sly's ancestors in each of these locales. Of course, these Cooper progenitors have their own special abilities, opening up new possibilities with each area. Unfortunately, the game isn't quite as polished as it needs to be. Each location has an overworld, but *Thieves in Time* still plays in a linear fashion, never giving players the choice of how or when to tackle each level. Additionally, between each quest, you're forced to go back to the hideout—which, for some reason, never changes, regardless of what time period you're in—making for a somewhat fragmented experience. It would've been better if the game didn't pull you out of its various worlds between every level.

Still, the platforming's tons of fun, and there are plenty of items to collect and secrets to uncover, making *Sly Cooper: Thieves in Time* an adventure well worth your time.

05

FEB

**PUBLISHER**  
SONY COMPUTER  
ENTERTAINMENT  
**DEVELOPER**  
SANZARU GAMES  
**PLATFORMS**  
PS3 / VITA





## Uncensored Evaluations From the GameCenter Experts

**DmC: DEVIL MAY CRY**

Rebooting a beloved franchise is always a tricky proposal, but *DmC: Devil May Cry* manages to strike an admirable balance between reverence for the past and a bold desire to try something new. While some diehard fans might lament the changes to the game's mechanics and lead character—demon hunter Dante sports a much grungier look here than his previous incarnation—the silky-smooth hack-n-slash combat and unrelenting sense of cool are just as exciting as ever. But staying faithful to the franchise's identity is only half the story; *DmC* also does plenty to define its own identity, with a streamlined control scheme that lets you easily swap between all of your weapons mid-combo and visually stunning, surprisingly dynamic levels that keep the action fresh. Confident, refined, and endlessly addictive, *DmC* has proven itself more than worthy to bear the *Devil May Cry* name.

15

JAN

PUBLISHER  
NINJA THEORY  
DEVELOPER  
CAPCOM

PLATFORMS  
360 / PS3 / PC

**ANARCHY REIGNS**

rating  
82%

The team at Japanese developer Platinum Games seems to love delving into genres they haven't tackled before, and that's definitely the case with their latest project, *Anarchy Reigns*. While the title shares some ideas—not to mention characters—with Platinum's stylish Wii action-adventure *MadWorld*, the focus here is more on large-scale multiplayer battles where brains are just as much a requirement for survival as brawn. The game features a multi-branched single-player storyline, where you'll help one of two main characters accomplish quests and battle giant bosses; for some, however, the real meat of *Anarchy Reigns* will be in hopping online and facing off with its variety of multiplayer modes. While a few hiccups do exist—matchmaking can cause some frustration, for example—once you're paired up with opponents and the action begins, Platinum's efforts offer an exciting experience that fills a niche not offered by most other releases.

08

JAN

PUBLISHER  
SEGA  
DEVELOPER  
PLATINUM GAMES

PLATFORMS  
360 / PS3

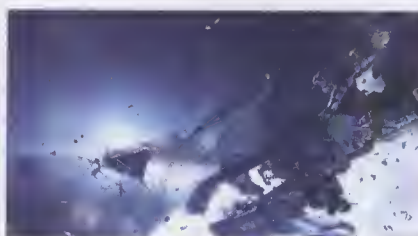


# Dead Space™ 3

BROUGHT TO YOU BY PRIMA GAMES

## CHAPTER 3 "THE LOST FLOTILLA"

Location: CMS Roanoke



### GETTING INSIDE THE SHIP

#### LEVEL STATS

Total Artifacts: 1  
S.C.A.F. Artifacts: 1  
Total Logs: 2  
Weapon Parts: 2  
Circuits: 2

#### FIND A WAY INTO THE SHIP



Your main priority is to get aboard the CMS *Roanoke* and activate the manual air lock so the escape module can enter the ship. Start off by hitting your boosters and moving toward the docking bays on the large ship.



Head towards the air lock on the right. Once you get to the platform, press the launch/land button to engage your magnetic boots so you can walk on the platform. Press the kinesis button while aiming at the wheel on the hatch to turn it and open the air lock. Once it is open, move inside and wait for the air lock to match the air pressure with the pressure inside the ship.

### OPEN THE DOOR FOR THE CREW MODULE

Once the air lock has pressurized, use kinesis on the next hatch so that you can enter the ship. Look for pick-ups and be sure to get the heavy standard frame weapon part near the locked door on the left. Then, using your kinesis ability, open the door to the left of the locked door.

When the door is open, enter a small control room and use kinesis on the blue controls to open the cargo bay doors. Norton then tells you to meet him at the door to the cargo bay. He can unlock it from his side.



Exit the control room and then use kinesis to open the door that was previously locked. Norton informs you that Ellie is located somewhere deeper in the ship. While he works on getting Rosen and Locke out of the module, you need to go and find Ellie.

### RESCUE ELLIE

Move to the opposite end of the cargo bay where a large door leads into the rear of the ship. Before opening the door, pick up the Tesla core weapon part. Open the door using kinesis and then advance into a corridor. Open the door at the corridor's other end and then enter the repair bay.



Turn to the right and open a circuit box to get a +1 Reload circuit. Then climb up the ladder on the right side.



The bulkhead door leading farther into the ship has been locked for quarantine. To override the lock, you must power up the door. Locate a power cell near the door. Aim at it and hold down the kinesis button. Now move the power cell into the slot to the right of the workbench to power up the repair bay.

### OPTIONAL QUEST: CRAFT A WEAPON





This is a good time to use the workbench. You will automatically load in all the pick-ups you have collected as well as the two weapon parts. After upgrading your weapon, continue to the bulkhead door.



Head towards the briefing room and search the lockers near the door. Search the briefing room for pick-ups. A S.C.A.F. artifact at the front of the room on the briefing platform. Be sure to get it for your collection before leaving this room through the door on the far side of the room.



#### S.C.A.F. ARTIFACT 2

Walk to the far end of the concourse. There is a circuit box where you can get a +1 Rate of Fire circuit. Continue to the bulkhead door at the end of the concourse to find a text log. Once you have it, then back track to a door on the right side with a blue control that leads to the service deck.



#### TEXT LOG "SILENT AT THE GRAVES"

After going through the door, descend a ladder to a lower level and then continue through another door that leads to the service deck, which is a crossover tube connecting two parts of the ship. This area has zero gravity. Press the launch/land button to release your magnetic boots so that you can float. Continue to the far end of the tube. Land on the platform and then use kinesis to open the door to the power generator access area.



This room has a ladder. However, before you climb the ladder to a higher level, search the room to find pick-ups and a text log. Read it as you add it to your collection, then head up the ladder.

#### TEXT LOG "MAN'S BEST FRIEND"

### RESTORE POWER TO THE SHIP



To turn on the generator, you must engage the three parts of the generator. Walk directly in front of one of the parts and use kinesis to lower the part with the blue arrow on it. Once it locks down into place, release the kinesis. Now take aim at the round, blue control and use kinesis on it. Keep pressing the kinesis button to turn this control until it is fully engaged. As soon as the first part of the generator is going, be ready to take on three Wasters who come at you from two different directions. Once they are all dead, engage the second part of the generator and then the third part. Be ready to deal with more wasters.



Walk over to the control panel and use the console to activate the device and power up the ship. Your efforts have brought some Lurkers into the area. Use the plasma cutter to sever their tentacles and clear out this area. Or you can just rush to the elevator to get out of the generator area.



The elevator takes you up to the command saucer where Ellie and two other people are waiting for you to rescue them. Ellie informs you that the Admiral who was aboard the *Roanoke* knew something about the Markers. It looks like you have another task to complete.



Download a FREE digital preview guide with detailed maps for Chapter 3:  
The Lost Flotilla  
<http://walmartgamecenter.screenpapermedia.com/prima/dead-space-3.pdf>

# SIMCITY™

BROUGHT TO YOU BY PRIMA GAMES

## SIMCITY: 5 STEPS TO SUCCESS!

Regardless of what kind of city you want to create, all cities share the same basic infrastructure. Here are seven steps to help get your city up and running. So what are you waiting for? Get to work, mayor!

### 1: SURVEY AND PLANNING

- Utilizing the data maps, quickly survey the city site's natural resources. Open the Coal, Ore, and Oil data maps to reveal the deposits of these natural resources.
- Knowing exactly where these resources are located can greatly impact the structure of your city. For instance, if you want to eventually mine for ore, you'll want to avoid building directly over ore deposits.

### 2: CONNECT TO REGIONAL HIGHWAY

- The highway is the main thoroughfare in the region, connecting neighboring cities to each other. This is how construction trucks, moving vans, and even tourists will enter your city.
- Choose the Medium Density Avenue for your highway connection. It can accommodate the numerous cars and trucks traveling in and out of your city.

### 3: ROAD CONSTRUCTION



*Construct curvy roads to add an organic touch to your quaint residential neighborhoods.*

- Treat the Medium Density Avenue as your city's main thoroughfare then use smaller streets to branch off the avenue in different directions. Start with Low Density Streets to save money.
- In addition to serving as a means of transportation, beneath the surface, your road network is also responsible for carrying water, power, and sewage.

### 4: ZONING

- Create two residential zones for each commercial and industrial zone. This 2:1:1 ratio is the best way to create a self-sufficient city with a stable tax base.
- Before designating industrial zones, access the Wind data map to see which direction the wind is blowing. You don't want air pollution spewed from factories to drift across your city. Place these zones on the edge of the city so air pollution is carried away from your population centers.

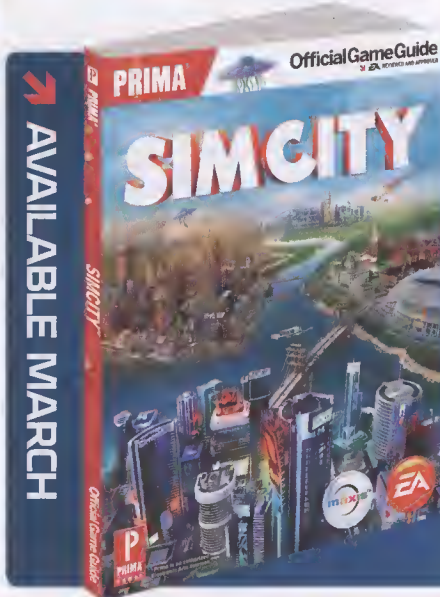
### 5: UTILITIES

- Build a Wind Power Plant to provide your city with cheap and clean power. The facility can be expanded later with additional turbines, increasing power production to fulfill greater demand.



*The Wind Power Plant and Water Tower are vital city utilities. Plus they're relatively cheap, ideal for new cities.*

- Open the Water data map to view aquifers beneath your city. Construct a small road out to an aquifer and plop a Water Tower, to supply your city with water
- Build a Sewage Outflow Pipe to deal with the sewage building up in the pipes—just keep it far away from your Water Tower. Ground pollution from the Sewage Outflow Pipe and Garbage Dump can contaminate the water table.
- Place a Garbage Dump along the same road as your Sewage Outflow Pipe—it's best to keep your ground pollution consolidated in one smelly area.





# Metal Gear Rising: Revengeance

EXPERT TIPS BROUGHT TO YOU BY PIGGYBACK

## #1: INSTANT KILLS



There are various ways to rapidly engineer fatal attacks on all standard Cyborgs, with no need to waste unnecessary time on weakening them beforehand. With practice, a single blow followed by a Blade Mode slice is often the most efficient solution. Approach a Cyborg, deal a single blow to briefly stagger him, then immediately enter Blade Mode. The initial strike will usually cause the camera to be automatically pre-aligned on the target's weak spot, meaning that you only need to press a slice button to complete a Zandatsu – though you can always aim for another body part if required.

## #2: CROWD CONTROL



When you face multiple enemies in close quarters, you can use certain offensive moves to temporarily neutralize several foes with a single assault. Launching enemies into the air can enable you to deal with other targets, enter Blade Mode to slice the airborne targets, or even "juggle" them with combos. These are just a handful of examples. As you reach higher difficulty levels and aspire to high scores, you will come to realize that most fights are not a simple matter of killing all opponents: you really need to "manage" the battlefield to eliminate assailants in an efficient order.

## #3: SUPER SLOW-MOTION



When you enter Blade Mode, your enemies are usually slowed to 50% of their standard speed. This means that Raiden is twice as fast as his opponents, which can be enough to land a swift Zandatsu, but not to slice multiple assailants. You can, however, trigger Blade Mode with specific attacks that lead to a "super" slow-motion effect, where all enemies are slowed to a mere 10% of Raiden's speed. Learning these techniques gives you an incredible edge in combat encounters, as it becomes easier and safer to perform multiple blade strikes.

## #4: POWER PLAY

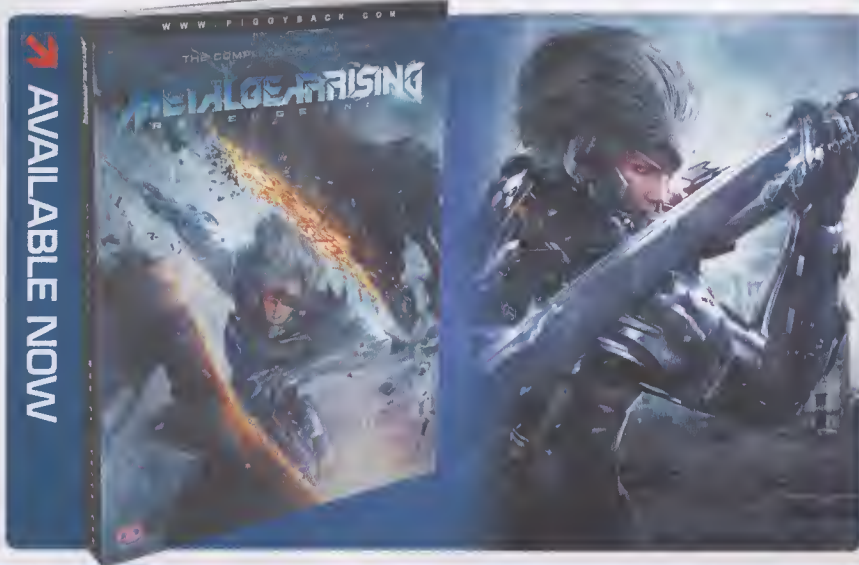
On higher difficulty levels, enemies attack relentlessly. If you adopt a defense-oriented strategy, this can make it difficult to find an opening to launch blows. You can prevent such situations by employing particular moves and strategies.



For instance, you can interrupt many enemy assaults (even unblockable ones) by launching pre-emptive attacks. Alternatively, by dealing large amounts of damage in a short timeframe, you can trigger contextual Executions that will lead to an instant kill and a free Zandatsu opportunity – a crucial step against tall or nimble enemies, such as Gekkos and Raptors.

## #5: CANCELLING ATTACKS

In certain circumstances, you may find yourself performing a long combo that is simply not efficient or, worse, actually puts you at risk – for example, if a nearby target is poised to hit Raiden while you are attacking another foe. In such cases, there are three techniques that enable you to manually cancel your own combos, and then parry or perform evasive maneuvers: dodging (with the Defensive Offense move), entering Blade Mode, and jumping.



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# PARTING SHOTS

## ONE-ON-ONE WITH DREW HOLMES

WRITER, BIOSHOCK INFINITE

**WGC: What aspect of *BioShock Infinite* are you most excited about in terms of the game's storytelling?**

Drew Holmes: I think the thing that I'm most proud about—and I can't speak for everyone on the narrative team—but I think Elizabeth's journey. She's such a unique character. Really, when you start to play the game—and get to know her, and you see her story unfold, and see what she's capable of—I think that we're telling something that's never really been approached before in video games.

**WGC: How has it been designing the floating early 20th-century world of Columbia, and how does it differ from the original *BioShock's* undersea dystopia, *Rapture*?**

DH: It's been great. The goal was to make sure that Columbia felt authentic—certainly to the time period, but also just making sure it felt like there were people living in the city. Rapture—that's easy to do. From a writing standpoint, it's easy to do a dead world. You don't have to write anything—it's just a bunch of audio logs and radio messages and all the crazy Splicers. I think *Infinite* is more about creating the illusion of a living, breathing world—because it's still a videogame—but making sure that players feel like no matter where they go in the world, it feels like it's been lived in, it feels like there are people currently living there. That was a big, big task.

**WGC: On a smaller scale, how about the task of creating the game's protagonist, Booker DeWitt? How will he stand out from the main characters in other games?**

DH: Not a lot of first-person shooters decide to tackle a speaking protagonist. It's really tricky

in terms of how, on the one hand, the player is really inhabiting this character—and, on the other, you don't want them to feel like a complete cipher. I think it worked in *BioShock* because that's what the story was about. That's not what the story's about this time around. The story's about Booker's character, and Booker and Elizabeth—their story, how they interact, and what their journey becomes.

**WGC: On the flip side, the *BioShock* series is known for having well-developed antagonists, and *Infinite's* Comstock is looking to be another great villain to match wits against. What goes into creating a well-crafted, interesting villain?**

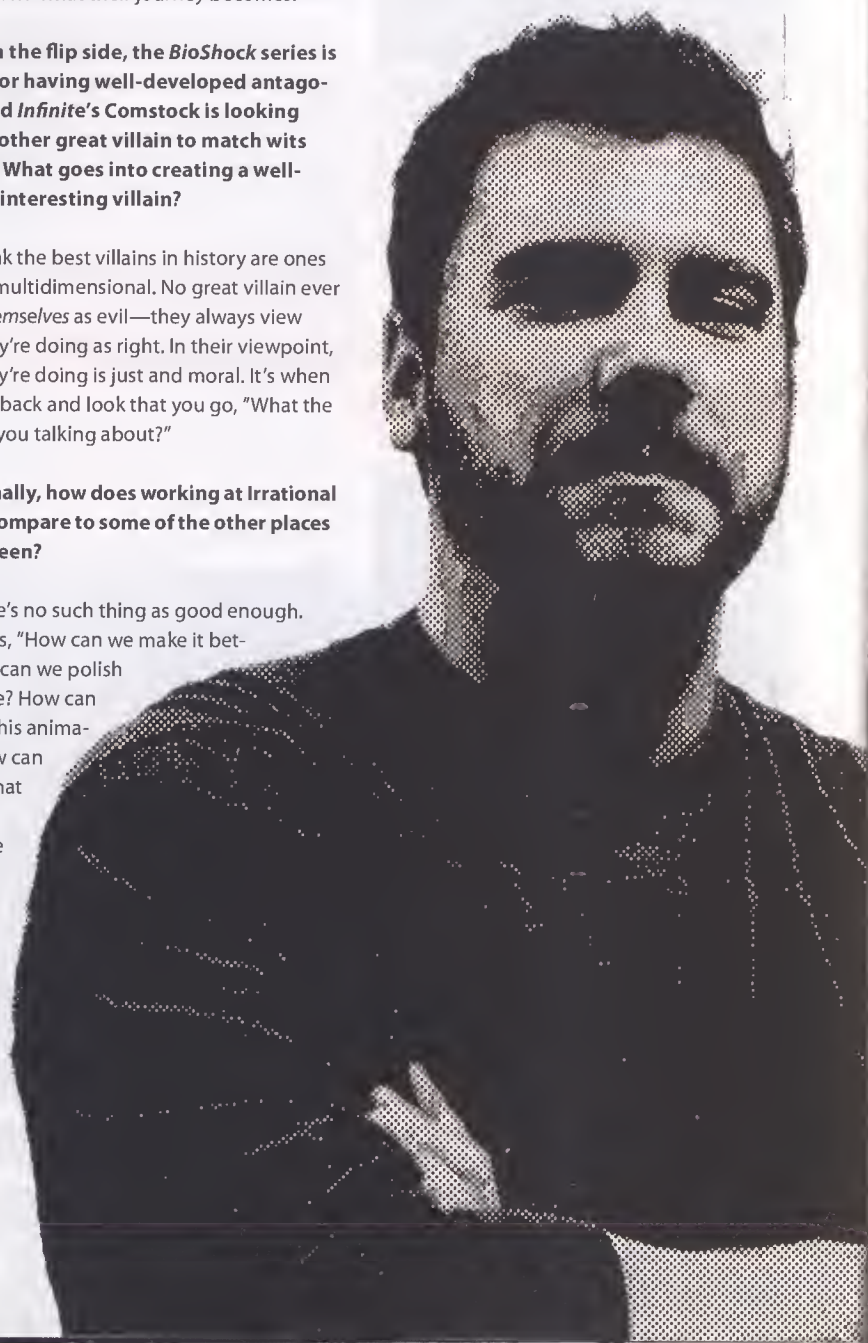
DH: I think the best villains in history are ones that are multidimensional. No great villain ever views *themselves* as evil—they always view what they're doing as right. In their viewpoint, what they're doing is just and moral. It's when you step back and look that you go, "What the heck are you talking about?"

**WGC: Finally, how does working at Irrational Games compare to some of the other places you've been?**

DH: There's no such thing as good enough. It's always, "How can we make it better? How can we polish this scene? How can we trim this animation? How can we pull that emotion out of the player?" I think every-

**G**ames that attempt to tell rich, engrossing stories would be nothing without the folks tasked with penning those adventures. To find out more about the process of writing the intriguing tale known as *BioShock Infinite*, we spoke to Drew Holmes, one of the writers at developer Irrational Games.

one really understands the type of game that we're making, and everyone just sort of feels the energy right now that's surrounding the game. We feel like we have something that's very, very special, and we want to make sure that people get their hands on it and can see what we've been sweating and bleeding over these last few years. **G**



### VITAL SIGNS

**Name** DREW HOLMES

**Occupation** WRITER, IRRATIONAL GAMES

**Writing Highlights** BIOSHOCK INFINITE / SAINTS ROW: THE THIRO / RED FACTION: ARMAGEDON





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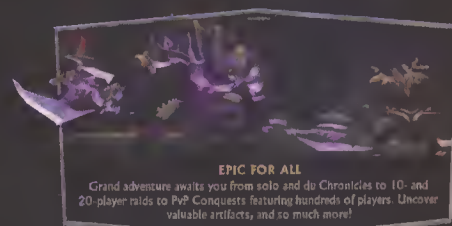
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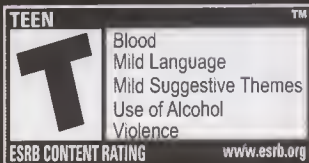
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